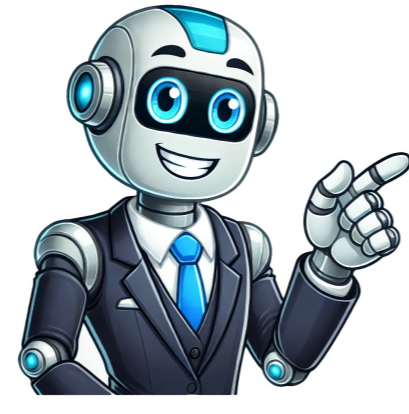


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This game has been around for some time now so chances ar that I'm late to the party, but anyway to get into it.I wanted to find a way to move into another home and extend my household as I'm currently living in the cheapest starter home which Ive renovated and improved to the point where I never want to leave it or abandon it, but at the same time really want to extend my family but cant with the home being too small.I looked online for advice and solutions and every body was saying how ther way of getting around it is to own the Get to work expansion pack, buy another home and declare it a retail business but not have it open to the public and basically use it as your home away from home.Its a serviceable idear but one trick I just discovered is if you set any house in the entire game from residential dwelling to just plain generic building you basically have full access to that home as if it was open to the public even though no other NPC will enter the home or bother you in anyway, basically making it a free house to live in at absolutly no expense whatsoever.It totally blew my mind. Basically any home in the entire game, no matter how nice and expensive, just set it to generic and its basically yours for free. No cheats, no codes, no mods. You have access to any house in the entire game you want to claim. Its really cool.Again I could be reeeeeeally late to the party on that. I've not seen enny one else talking about it as of yet.Either way Im going to really play around with this and have a blast. To my knowledge no other NPC will enter the home or bother you but I guess theres technically nothing to stop them from doing so other than the game telling them that theres nothing of interest in a building marked as generic so theres no reason to venture inside.Also brings up an intresting question. Since you dont technically own the home Im wondering if youd even be charged utility bills for squatting in it. I mean thats what its is, youre basically squatting in expensive upper class homes with no repercussions but its intresting to think you can just simply buy the cheapest home in the game and then immediatly move into any expensiv home you like, free of charge.For Gods sakes EA, do NOT patch this out!! discovered a clever trick to create luxurious mansions and castles for my created families in The Sims. By unmarking my household from being played, I can build structures without incurring costs, allowing me to create elaborate homes and then sell them when I return to playing as the original household. This technique enables me to build more connected communities and enhance neighborhoods. While I've resisted using cheats, this method has been incredibly helpful for world-building and sim-building. It's a great way to add unique touches to my game without relying on shortcuts.The Sims 4 lacks the feature of allowing Sims to own multiple houses, but there is an workaround that can be employed to achieve this.The Sims 4: A Community-Driven Life Simulator with Enduring PopularityThe Sims 4 offers a wide range of creative tools and features that allow players to develop their cooking and mixology skills. The game provides various cheats, such as unlimited money or unlocking hidden gameplay options. Additionally, optional paid downloadable content (DLC) packs add new gameplay features, objects, worlds, and clothing to the game.Players can also customize their Sims' appearance and create unique personalities. The Create-a-Sim mode allows players to adjust facial and bodily features by directly selecting and manipulating the respective areas. Sims exist in eight life stages: newborn, infant, toddler, child, teen, young adult, adult, and elder.The game also features a variety of gameplay mechanics, such as aspirations and personality traits. Each Sim has three personality traits and an aspiration, which comes with a unique trait. The game also includes a "Play with Genetics" option, which allows players to create relatives with inherited features.Players can also build and customize their Sims' homes using the Build mode. The Build mode includes tools for resizing, moving, and duplicating entire rooms and buildings. Players can also construct buildings and design interior layouts, save their custom buildings or lots into the in-game library, or place down pre-made rooms and buildings.The game also features various expansion packs, which add new gameplay mechanics, items, and activities. For example, the Cats & Dogs expansion pack allows players to create and customize their own cats and dogs. The game also includes a range of DLC packs, which add new features, objects, and worlds to the game.Overall, The Sims 4 offers a wide range of creative tools and features that allow players to express themselves and build their own unique Sims experience. With its extensive customization options, gameplay mechanics, and expansion packs, the game provides a rich and immersive experience for players.The Sims 4's neighborhoods are now smaller, with traveling between lots triggering a loading screen. However, there are some open-world elements through gameplay objects. The base game comes with three worlds: Willow Creek and Oasis Springs have pre-built houses and community lots, while Newcrest is a sandbox world for players to build on. Expansion packs add new worlds, often inspired by real-life locations like Sulani from Island Living or Mt. Komorebi from Snowy Escape. Players can share their Sims, households, rooms, and buildings through The Gallery online content exchange.Emotions are a new gameplay mechanic in The Sims 4, building on the mood systems of previous titles. This allows emotions to be affected by actions, events, and social interactions, with various types and intensities. A multitasking system lets Sims perform multiple actions at once, such as talking while cooking.The game was initially intended to have online features, but following SimCity's launch issues in 2013, Maxis shifted focus to a single-player experience. Development faced challenges due to layoffs and the eventual closure of Maxis Emeryville in 2015. The Sims 4 uses a proprietary engine called "SmartSim" with more expressive Sim animations and behaviors. A new soundtrack composed by Ian Eshkeri highlights key emotional moments in gameplay, featuring over 140 sound effects for various events.The Sims 4 was launched on June 9, 2014, with a presentation at E3 that showcased gameplay demos and release dates for the Windows version. The game's various versions were released over time, including macOS in February 2015, PlayStation 4 and Xbox One in November 2017.During its launch, Maxis announced several features would not be included in The Sims 4, such as swimming pools, toddler Sims, open worlds, and the Create-a-Style color customization feature. This decision sparked backlash from players, leading to a petition on Change.org in addition to the game's lack of content, reviewers criticized its technical aspects, including frequent loading screens and glitches. Despite this, The Sims 4 received generally positive reviews for its visuals and user interface. The game's release was also marked by collaborations with other companies, such as SteelSeries, which released a Sims-themed gaming headset, and Italian luxury fashion house Moschino, which created a collection of clothing inspired by the franchise.In recent years, The Sims 4 has continued to receive updates and new content. A reality competition TV series, The Sims Spark'd, premiered on TBS in 2020, featuring contestants competing in gameplay challenges within the game.The Sims 4's initial lack of content was intentionally set by EA as a financial decision, with some critics viewing it as a freemium model. Reviewers praised the game's improved graphics and user-friendly tools, but noted its short gameplay experience.The Sims series is expanding with a new title, "Project Rene", which was showcased in an October 2022 livestream. The game promises to be a free-to-play experience with co-op multiplayer capabilities across desktop and mobile platforms. Multiplayer will likely be a core feature of the game, offering players new ways to interact and socialize. The Sims 4 Game Packs Overhaul: New Gameplay Options and ControversyThe game pack for The Sims 4's wedding event feature became unplayable due to glitches.[177][178] This game pack received a low critic score on Metacritic, with an average rating of 62%. [179] An update was released on March 31, 2022, which solved some of the issues experienced by players.[180][178]The PlayStation 4 and Xbox One versions were developed jointly with Blind Squirrel Games.[1]IGN re-evaluated the game in 2024, increasing their score to 8/10.[108] In July 2017, it was announced that The Sims 4 would be released on consoles on November 17th.[177]Maxis developed the game, and various sources provide additional information about its features and gameplay. Julia Lee wrote an article for Polygon providing tips and tricks for new players of The Sims 4. Rebecca Jones discussed how wants and fears function in the game.[177] Ana Diaz talked to developers about the origin of Simlish.[178]Lauren Morton offered cheats and life hacks for PC Gamer, while Matthew Reynolds shared skills and money cheat codes on Eurogamer. Jess Lee selected the best expansion packs, game packs, and stuff packs for Digital Spy. Kelly Pask explained how to find and install custom content in PCGamesN.Samuel Horti listed the best mods in 2022 for PC Gamer. Julia Lee wrote a guide about custom content and mods on Polygon. Rock Paper Shotgun shared the 20 best Sims 4 CC on their site. Megan Farokhmanesh discussed creation in The Sims 4 with Polygon. The game's Toddlers update was released, followed by an infant update that is scheduled for March.Victoria Kennedy announced that this update will be released next month. Graham Smith reported on the game's infant update having spawned. Shabana Arif provided guidance for new players of The Sims 4 in GamesRadar+. The Sims 4 has undergone numerous updates since its release in 2014, with a focus on improving diversity representation and expanding gameplay options. The game's "Cats & Dogs" expansion pack introduced new features such as veterinary care and animal companionship.In recent years, the game has continued to evolve with updates that address community concerns and add new content. For example, the game's "Dark Skin Tones" update aimed to increase diversity in the game's character creation options. Additionally, the "Pronouns Update" allowed players to customize their Sims' pronouns.The game's "Fury" update introduced a new gameplay mechanic that allows players to transform into werewolves and experience the thrill of being a supernatural creature. The "Werewolves" expansion pack also brought new social interactions and relationship options for players to explore.Furthermore, the game has seen updates that enhance gameplay options such as the ability to freely place doors and windows in Build Mode, as well as the introduction of firefighters and repo men as playable characters.The release date for The Sims 4 was on September 2, 2014. This game was designed by Maxis and was published by Electronic Arts. As part of its marketing strategy, EA created a number of promotional items, such as posters, prints, and the like, which were given out in stores that sold the game.The Sims 4 has been released on February 3, 2023. The game was revealed in IGN article on June 2, 2014. ^ Williams, Katie (June 2, 2014). "Sims 4 Steelseries Peripherals Revealed". IGN. Archived from the original on September 3, 2021. Retrieved November 18, 2022. ^ Mercante, Alyssa (August 7, 2019). 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Archived from the original on September 11, 2014. Retrieved September 9, 2014. ^ "Electronic Arts Prepared Remarks Q4 Fiscal 2024" (PDF). Electronic Arts. Archived from the original (PDF) on May 25, 2024. Retrieved September 3, 2024. ^ "Electronic Arts Inc. - Financial Information Quarterly Results". ElectronicThe Sims 4 has recently reached a major milestone with over 70 million players worldwide, surpassing previous franchise records. Since its release in 2014, the game has continued to grow in popularity, with over 30 million players at one point and numerous expansion packs and updates that have added new features and gameplay mechanics.In recent years, The Sims 4 has received several major updates, including the addition of a new platform for hosting and downloading mods, as well as improvements to bug fixing and performance. In an effort to tackle technical issues, EA has assembled a dedicated team focused on addressing frustrating problems with regular updates.The game's success can be attributed to its continued support from EA, which has released numerous free updates and expansions, including the recent Lovestruck expansion pack. The Sims 4 is now available for free-to-play starting next month, making it more accessible than ever for new players.The future of The Sims is looking bright, with the latest developments promising even more exciting experiences for fans of the beloved franchise. According to recent reports, Electronic Arts has no plans for a full-fledged The Sims 5 game, instead opting to expand the existing series through multiplayer features and user-generated content.In a move that has left many fans underwhelmed, EA has announced its focus on creating a more expansive experience for The Sims, with an emphasis on community engagement. This includes the introduction of "Creator Kits," which will allow users to create and share their own custom content for the game.However, it's worth noting that this shift in strategy may not necessarily mean the end of traditional numbered releases in The Sims franchise. As GamesRadar+ points out, EA has a history of releasing new expansion packs and DLCs, which could potentially lay the groundwork for future mainline games.For now, fans of The Sims will have to content themselves with the existing offerings, including the latest expansion pack, "Snowy Escape," which promises to bring a taste of winter wonderland to the game. With its focus on outdoor activities and social interactions, this new expansion is sure to be a hit with fans of the series.As we continue to wait for any official announcements regarding The Sims 5, one thing is clear: the future of the franchise looks bright, with a renewed focus on community engagement and user-generated content. Whether or not this approach will ultimately satisfy fans remains to be seen, but one thing is certain - the next chapter in The Sims saga is shaping up to be an exciting one.Ranking the best Sims 4 expansion packs you can buy is a task many players have been waiting for. According to Digital Spy, the correct way to achieve this would be by downloading the "Littlemassan's More Houses" mod, which allows players to build multiple houses on one lot.Some of the top-rated expansion packs for The Sims 4 include the "Get to Work" DLC, which adds a new retail career and a way to create multiple houses, and the "My Wedding Stories" expansion pack, which allows players to get married and have children.Other notable expansions include "City Living," which adds a new urban lifestyle to the game, and "Cats & Dogs," which allows players to create and customize their own pets.To set up your Venues mod, simply install it and launch your game. Create a Sim and select a household to start with. In your household, access the "Buyable Venues" option under the Household Menu to find this new venue feature. You can use it just like any other house, transfer funds between homes, build on the lot, or rent it out for profit. Set the venue as a holiday home if you want to create a second Sim family retreat. The amount of earnings depends on what type of business you choose, ranging from museums and pools to medical clinics and daycare services. To install the mod, download it and add it to your mods folder with the venue list.

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